

SEGA



SEGA SATURN™



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T-7027H

# BLACK DAWN™



LICENSED BY SEGA ENTERPRISES, LTD.  
 FOR PLAY ON THE SEGA SATURN™ SYSTEM.



## TABLE OF CONTENTS

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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#### HANDLING YOUR SEGA SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

2	Setting Up
3	Gameplay Controls
6	Introduction
6	Game Screen Features
9	Game Modes
10	Power-Ups
10	Aircraft Features
12	Friendlies
12	Wingman
13	Rescue Operations
13	Technical Support
15	Credits
17	Limited Warranty

## SETTING UP

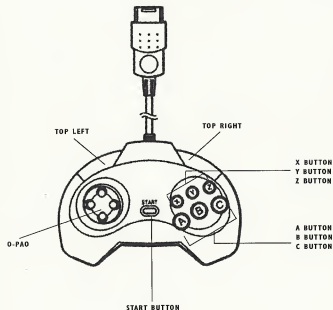


1. Set up your Sega Saturn system and plug the Control Pad into CONTROL PORT #1.
2. With the power switch OFF, insert the Block Down™ disc into the disc tray.
3. Turn on your TV or monitor, and then turn on the Sega Saturn system.
4. Follow on-screen instructions.

If nothing happens on screen when you start up, turn the power switch to OFF. Check your Sega Saturn system. Make sure the disc is properly inserted in the console. Turn the power switch ON again.

Always turn the power switch OFF when you are inserting or removing the disc.

## GAMEPLAY CONTROLS



### ARCADE MODE CONTROLS (DEFAULT)

(see page 9 for Game Mode information)

- A Button** Forward (speed up)
- B Button** Back (slow down)
- X Button** Fire machine gun
- Y Button** Fire special weapon (missiles, rockets, napalm, etc.)

## ARCADE CONTROLS (CONT'D.)

<b>TOP LEFT + TOP RIGHT</b>	Strafe left/right
<b>C Button</b>	Change target lock
<b>Z Button + Down (D-Pad)</b>	Climb in altitude, take off
<b>Z Button + Up (D-Pad)</b>	Descend in altitude, land
<b>Z Button + Y Button</b>	Change weapon (missile, rockets, napalm)
<b>Z Button + A Button</b>	Change view (cockpit, full, third person, chase view)
<b>Z Button + TOP LEFT / Z Button + TOP RIGHT</b>	Look out left cockpit window/right cockpit window

### D-PAD CONTROLS FOR ARCADE MODE:

<b>Left</b>	Move left
<b>Right</b>	Move right
<b>Up</b>	Pushes nose of helicopter down
<b>Down</b>	Pushes nose of helicopter up

## RACER MODE CONTROLS

(see page 9 for Game Mode information)

<b>A Button</b>	Forward (speed up)
<b>B Button</b>	Back (slow down)
<b>X Button</b>	Fire machine gun
<b>Y Button</b>	Fire special weapon (missiles, rockets, napalm, etc.)
<b>TOP RIGHT + Left (D-Pad)</b>	Strafe left
<b>TOP RIGHT + Right (D-Pad)</b>	Strafe right
<b>TOP LEFT</b>	Change target lock
<b>TOP RIGHT + Down (D-Pad)</b>	Climb in altitude, take off
<b>TOP RIGHT + Up (D-Pad)</b>	Descend in altitude, land
<b>TOP RIGHT + Y Button</b>	Change weapon (missile, rockets, napalm)
<b>C Button</b>	Change view (cockpit, full, third person, chase view)
<b>Z Button</b>	Look out left cockpit window/right cockpit window

### D-PAD CONTROLS FOR RACER MODE:

<b>Left</b>	Move left
<b>Right</b>	Move right
<b>Up</b>	Pushes nose of helicopter down
<b>Down</b>	Pushes nose of helicopter up

## GUNNER MODE CONTROLS

(see page 10 for Game Mode information)

<b>A Button</b>	Forward (speed up)
<b>B Button</b>	Back (slow down)
<b>X Button</b>	Strafe left
<b>Y Button</b>	Strafe right
<b>TOP LEFT</b>	Fire special weapon (missiles, rockets, napalm, etc.)
<b>TOP RIGHT</b>	Fire machine gun
<b>C Button</b>	Change target lock
<b>Z Button + Down (D-Pad)</b>	Climb in altitude, take off
<b>Z Button + Up (D-Pad)</b>	Descend in altitude, land
<b>Z Button + TOP LEFT</b>	Change weapon (missile, rockets, napalm)
<b>Z Button + A Button</b>	Change view (cockpit, full, third person, chase view)
<b>Z Button + A Button</b>	Look out left cockpit window/right cockpit window

### D-PAD CONTROLS FOR GUNNER MODE:

<b>Left</b>	Move left
<b>Right</b>	Move right
<b>Up</b>	Pushes nose of helicopter down
<b>Down</b>	Pushes nose of helicopter up

## INTRODUCTION

In 1998, Terrorist activity is at an all-time high. Small, yet technologically advanced, groups are beginning to grow strong and powerful. Efforts toward regional stability and peace are failing, compromised by assassination, genocide and racial strife. Separatism, nationalism, religious fervor and overpopulation are fueling the fires of conflict. Israel. Ireland. New York. Around the globe and in our own backyard, terrorist and gang activity has grasped a permanent foothold of fear in the lives of all. There is no end in sight. A top secret Black Operations military group funded by the U.S. Government has been assembled. Being part of Black Operations means you ask few questions and trust no one outside of your unit. Your mission: to save innocent civilians and take out terrorist militia at any cost. You will attack, destroy escort, rescue, defend, insert and survive at any cost. Your mission will unfold on a need-to-know basis.

## GAME SCREEN FEATURES

### Name Enter Screen

Use the **X Button** to enter individual letters. Use the **A Button** to accept when finished.



### Insertion Point Screen

You will be given missions one at a time. Once you beat the mission, you will be given another. You may replay a previous mission, but you cannot open a new one until the previous mission is successfully completed.



### Mission Briefing Screen

This screen will introduce the first objective of each mission.



### Detailed Map Screen

This screen gives an overview of target zones for your mission. To select this feature, press **Start** to pause and select **Detailed Map** on the **Game Paused** screen.

### DETAILED MAP SELECTOR

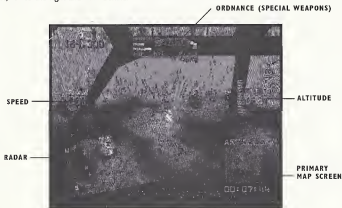
## DISPLAYS

### Radar Display

The Radar Display is also referred to as the ASD, or "Aircraft Survivability Display"

The Radar Display is a round display in the lower left of the screen. It gives a 360 degree overhead representation of your immediate vicinity. Your position is at the exact center of the circle, with "up" being directly ahead. "Down" is behind.

The points of the compass rotate around the edge of the radar display showing your direction at all times. If "E" (east) is at the top of the radar, then you are facing east, with "N" to the left, "S" to the right and "W" behind.



The direction to the Landing Zone for the current operation is shown by an "H" symbol (for "HOME") which also circles around the radar display. To fly to the Landing Zone, rotate the aircraft until the "H" is at the top of the radar, and fly forward. When the Landing Zone is nearby, the "H" moves from the edge to within the actual radar display. When the "H" is at the center of the radar, the aircraft is directly over the landing pad.

Various symbols appear within the radar display:

- Targets upon which you have a missile lock will be momentarily surrounded by a GREEN BOX and the word "LOCK" will appear underneath the targets.
- Primary objective targets which you have a missile lock on will be surrounded momentarily by a GREEN BOX, and the words "PRIMARY LOCK" will appear underneath the targets.
- Vehicles and structures appear as AMBER CROSSES.
- Aircraft appear as AMBER SQUARES.
- Targets that flash WHITE are shooting their weapon, usually at you.
- Missiles appear as PULSING BLACK DOTS.
- If you have a wingman, he will appear as a BLUE SQUARE.
- Rescues appear as BLUE DOTS.
- The Landing Zone appears as a BLUE "H".

#### Speed Display

The Speed Display, found at the left side of the screen, shows your airspeed in both numeric and analog fashions. The analog part is a colored thermometer-style bar which extends upward with a green color as the aircraft speeds up. Backward airspeed is represented by a downward, red extension of the bar. Airspeed is measured in knots (a knot equals one nautical mile, or 1.15 statute miles, per hour). While the chopper is flying at speeds of 18 knots or less, the bar is yellow and you can land the aircraft.

Once the airspeed exceeds 18 knots, the Terrain Avoidance system kicks in and landing is not possible. See page 11 for more information on this system.

#### Ordnance Display

This display is found at the center top of the screen. It shows your current armor, fuel and weapon status. Ordnance refers to weaponry, such as missiles or cannon rounds.

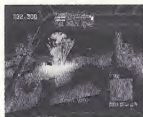
#### Altitude Display

The Altitude Display is very similar to the Airspeed Display. It has both a numeric and analog portion that shows your current height above the ground. If the aircraft is low to the ground, the bar will be yellow; otherwise it shows green.

#### Primary Map Screen Display

This display is found at the lower right side of the screen. It shows your current location in reference to your mission target zones. The arrow indicates your current position and direction, relative to objects on the map.

## VIEWS



Cockpit View (Default)



Chase View



HUD View



Wing View

Block Dawn offers you several views from the cockpit. To change views, you must press the **Z** Button and the **A** Button simultaneously while in the game. You can choose from any of the views shown above. Experiment with each to find out which one works best for you.

## GAME MODES

Block Dawn has 3 different game modes (control configurations) to choose from.

#### Arcade Mode

Arcade Mode is the standard default mode. This configuration seems to be the best all-around format for novice to average players.

#### Racer Mode

Racer Mode is for the player that maneuvers their aircraft with frequent forward and backwards thrusts. Racer Mode is also effective for the player who likes to position their aircraft before taking out targets.

## Gunner Mode

The Gunner Mode is for the player who likes to maneuver and fire simultaneously

## POWER-UPS

Power-Ups will appear after select items have been destroyed. You can pick up power and weapons by maneuvering your craft through the spinning Power-Up icons. For weapons, there are three upgrades to your default gun (single fire (default), double fire and triple fire). Missiles and rockets can also be upgraded.

Power-Ups are coded by color to indicate their strength/value:

- Blue - lowest power/lowest value
- Orange - medium power/medium value
- Gold - strongest power/strongest value

Remember, Power-Ups will disappear if you wait too long.  
Here are the key Power-Ups to keep an eye out for:



Armor Power-Up



Fuel Power-Up



Machine Gun Power-Up  
(upgrades default weapon)



Missile Power-Up



Rocket Power-Up

## AIRCRAFT FEATURES

### Overview

The AH-69 Mohawk's advanced fly-by-wire system is designed to simplify the operation of the aircraft and allows you to concentrate on the mission at hand. Features include:

- Fly mode toggle for 2 different flight models (selected from Pause menu).
- Automatic landing toggle (selected from Pause menu).

- Automatic terrain-avoidance (always active in flight).
- Smart throttle control (different in forward/backward flight).
- Three different game modes, also known as control configurations (selected in shell).

### Fly Mode Toggle

The fly mode toggle allows you to choose between two flight models.

If fly mode is set on NO, the Mohawk handles like an elevator. It maintains any desired altitude, regardless of orientation and airspeed. This allows you to aim the weapons at will without affecting the aircraft's altitude — useful for long attack runs against multiple ground targets.

If fly mode is set on YES, the Mohawk will fly more like a plane. In forward flight, the aircraft will descend if the nose is pointed down, and rise if the nose is pointed up. If the nose is pointing at a target, flying forward will cause the aircraft to close in on that target. Flying backward reverses these effects.



In both modes, the Automatic Terrain Avoidance system will prevent the aircraft from crashing into the ground.

### Automatic Terrain Avoidance

Terrain avoidance is always active while the helicopter is at speeds above 18 knots. The helicopter WILL NOT LAND unless it is in hover mode (flying at 18 knots or slower), to prevent structural damage. The Airspeed Indicator on the left side of the HUD indicates what mode is currently active.

The Terrain Avoidance system WILL NOT prevent collisions with trees, structures or vehicles.

### Smart Throttle Control

Simply put, the helicopter will stay at whatever forward speed you set. If you put the helicopter into backward flight, it will slow to a hover as soon as the throttle is released.

### Automatic Landing Toggle

Setting this feature to YES will cause the helicopter to gently land if it is in hover mode above a landing pad or in close proximity to a hostage. Auto-landing is aborted if you adjust the throttle or the collective. Collective refers to raising and lowering the altitude of the helicopter. This is done by holding down the Z Button while pressing D-Pad up or D-Pad down. In Racer mode the Z Button is the TOP RIGHT Button.

## FRIENDLIES

In Block Down, you will encounter not only enemies but also "friendlies." These can be men on the ground, tanks or aircraft which are on the same side as you.

### Identifying Friendlies

In the game, friendlies can be readily identified by the blue caption FRIENDLY that will appear when your aim is targeting them. Do not shoot friendlies! (See "Friendly Fire Repercussions" below)



News Helicopter (Friendly)



Police Car (Friendly)

### How Friendlies Help

Friendly aircraft and tanks will help you by attacking hostile forces when possible. This can be helpful if you are low on ordinance or armor.

### Friendly Fire Repercussions

If you (accidentally, of course!) destroy two friendlies, the surviving friendlies in the vicinity will turn on you, attacking until you fly far enough away to escape them. If you return to the area, all will have been forgiven and the friendlies will behave as if the tragic event never occurred.

## WINGMAN



The Wingman is a friendly who will aid you in completing your mission objectives, acting as your fighting escort and covering you while you airlift hostages. Do not shoot your Wingman! To access the Wingman feature, watch for the spinning Wingman icon to appear and maneuver your craft through it. Your Wingman will be identified by a WINGMAN caption when his craft is on-screen.



Wingman Icon

## RESCUE OPERATIONS

In every level, you will be asked to evacuate people trapped in the middle of the conflict.

To rescue hostages, land on the ground near them and they will run to your aircraft. Be careful not to shoot hostages! (If this unfortunate event occurs, friendly aircraft will retaliate by taking potshots at you.) Also, make sure that the hostages are not caught in a crossfire as they rush to your waiting chopper.



Hostage Rescue



Landing Zone for Hostage Drop-Off (LZ)



Hostage Drop-Off

The hostages should be dropped off in the LZ, Landing Zone, marked on the ground by white "H" symbols. When you drop off hostages, you will be rewarded with additional fuel and armor.

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